CMPT 373
Software Development Methods

Introduction

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  - Research Faculty

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  - OR: just search for “CMPT 373 sumner”

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- Where can you discuss course issues?
  - CourSys (https://coursys.sfu.ca/2018sp-cmpt-373-d1/discussion/)

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  - tools
  - project management
  - writing better code
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  - workflows
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  - writing better code
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  - dealing with (and avoiding) problems
- Slightly different than many courses
  - Less emphasis on “getting the right answer”
  - More emphasis on being aware & using the right skills

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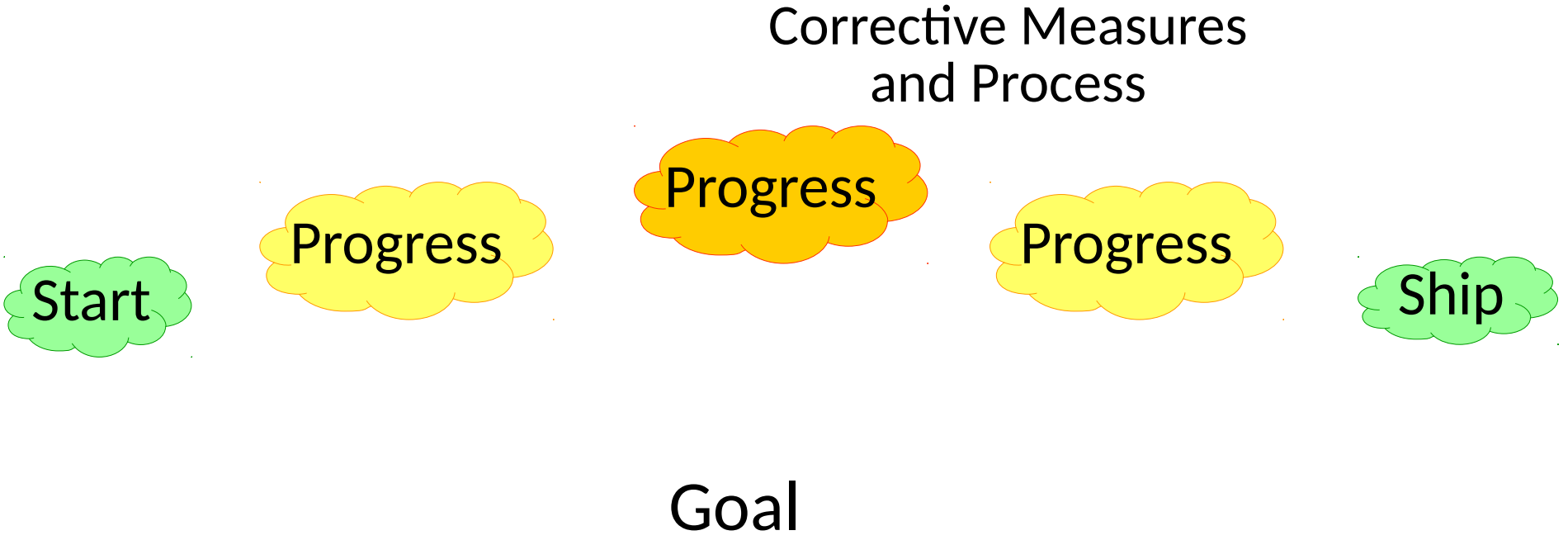

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  - Software development is a *craft* that requires practice
- Hands on experience yields an advantage
  - You can better understand how to create a product that has value both now and in the future.

What will we be doing?

- On your own
  - Reading (From 2 books)
  - Exercises with tools

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  - Exercises with tools
- In groups / tutorials
  - One development project with unclear requirements
- In class
  - Introduction to tools and techniques
  - Discussions about the reading
  - Discussions about the tools
  - Discussions about code

Grading

- Subject to change as necessary
- Breakdown:
  - (10%) Responses to reading
  - (15%) Quizzes
  - (15%) Class discussions & code reviews
  - (40%) Useful contribution to semester project
  - (20%) Exercises

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- First assignment posted after class

Quizzes

- Pop quizzes will be given *throughout* the class
- Cover material from:
  - Reading
  - Videos
  - Exercises
  - Lectures
  - Discussion

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- In class discussions of both code & readings focus thematically on one core issue:

Complexity

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- You will use (and be evaluated in part on) skills from the exercises in the project
- Different teams may receive different requirements
- You should expect to *personally* contribute >= 1K quality SLOC in order to receive a good grade

Project code policy

All code pushed to a project repository may be viewed, analyzed, and critiqued by all students ***in class*** (even in future semesters).

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  - Each tutorial meeting will involve:
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- I will act as both customer & coach

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  - I will try to change requirements that force design changes.
  - Better designs & process will make the transitions easier.

And we're off...